**eHarbinger**

**CS-UY 4523**

**Fall 2015**

**Advisor | Professor Strauss**

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**Idea**

The idea behind this project is to seamlessly allow gamers to share and play a variety of online games. There are many instances where a particular person is unable to play a game as they don’t have anyone to play with, especially in a team oriented game. Through this project, we will match the users on on our platform and help them assemble a team or find opponents with the required skills. Users would create profiles on our website with attributes such as name, age, game tags, ratings, estimated skill level. We would parse through all the created profiles to help them find fitting profiles that they can engage with in multiplayer games. We would also feature a discussion board for the players.

Although the scope of this project is focussed in the beginning, it can later be expanded to not just include games but also other tasks requiring a certain amount of skill level. For example, we could make another site, reusing much of the same code, for gardening savvy individuals can post their availability on our platform and we would match them with someone in their area who is looking for someone to help with their garden over the weekend. We acknowledge that there are websites that can link you to the nearest plant store but the way we would differ from these websites is by focussing on user profiles and using them as the connecting point between the two individuals. The idea is based on the fact that users enjoy the process of finding the other user whether it is for a game or household assistance. We would be a technology powered tool that can link you to the best match, based on your needs, on our platform. All you would need to do as a user is create a profile and specify the skills you possess or are looking for. And, we would do all the matchmaking to provide you with the desired skills.

**Motivation**

As class time, work, and other responsibilities take a large amount out of the day for an avid gamer, they can find themselves not being able to have time to play along with their friends. Then once they have time to play alongside their friends, they might not be at the same level anymore and cannot truly enjoy playing together. Our team had decided on this idea for a project after seeing multiple other students in the School of Engineering come across this issue. A lot of students within the school like to play a popular multiplayer online game such as League of Legends. However sometimes it isn’t possible to get enough people on the same level to progress within the game.

This issue isn’t just within NYU School of Engineering. Many forums for gaming websites will have others complaining about this issue from seeing who has a Steam account to play GTA V to finding a Call of Duty server that isn’t full of twelve year old boys shouting insults about other players’ moms online. Our team believes that we will be able to solve this issue through our own matchmaking website.

**Proposed Project**

Based on our idea and motivation outlined in previous sections, our project will be a web-based application that allows online gamers to connect and find other players of the same games. The application will act as a matchmaker among users and provide suggestions on players users can potentially play games with. To achieve this, users fill out a profile, detailing games they play and player levels, along with other attributes about them that may help with matchmaking process. A forum will also be available for users to discuss any news on the games and game playing strategies. User profiles and forum posts will all be stored in a database, using SQL as the primary language.

**Project Deliverables**

The project is to be divided into eight milestones listed below:

Project Proposal **09/16/2015**

Project Plan (SPMP) **09/23/2015**

Requirements and Analysis Documentation(RAS) **09/30/2015**

Design Description (SDD) - Initial **10/21/2015**

Design Description Final (w/Code) **11/18/2015**

Implementation/Demonstration **Starts 11/30/2015**

Formal Oral Presentations **Last two weeks of the semester**

Project Portfolio **Final week**